**DISTANCE SCOUTING PROGRAMME 3**

**“ROBIN HOOD – PREPARING TO STRIKE BACK”**

**(3 APRIL 2020)**

**Developed by: 1st BEDFORDVIEW SCOUT TROOP,** DISA ROAD, BEDFORDVIEW PO BOX 16117 DOWERGLEN. <http://www.1stbedfordviewscouts.co.za> [Facebook](https://www.facebook.com/groups/52684287286)

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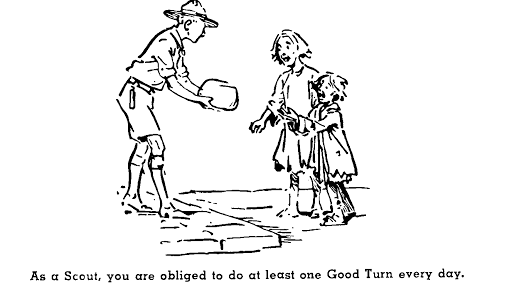
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| **You have until** *'insert date to be completed here'* **to complete this programme. Follow the instructions carefully and you will be marked “present” for the programme, earn points for your Patrol and hopefully compete some advancement and prepare for upcoming programmes and camps. More importantly, HAVE FUN!!!** |

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| **Equipment required for programme:**   * A cell phone with internet access and WhatsApp access to your patrol WhatsApp Group * An alternate method of making fire * Pen and paper * Your personal journal |

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| **Part of this programme can only take place during the JOTA / JOTI happening this weekend. Make sure you register (see registration details at the end of the programme). Scouts under 13 need their parents to register them and to assist them in taking part in the JOTA/JOTI programme. Prior to the Programme your PL should set up an online PIC. At this meeting you will do your camp planning and also determine who will be creating the “alternate fire making video”.** |

Last week you officially joined Robin’s band of fighters and managed to meet some of your most basic needs, including food and shelter. As you get to know the Merry Men (as they style themselves) you realise that the land is groaning under the tyranny of the Sheriff of Nottingham. Murder, rape and assault by the Sheriff’s men are all too common, and most people are struggling to even put food on the table. Robin is anxious to strike back at the sheriff, and has asked for your help to prepare an attack.

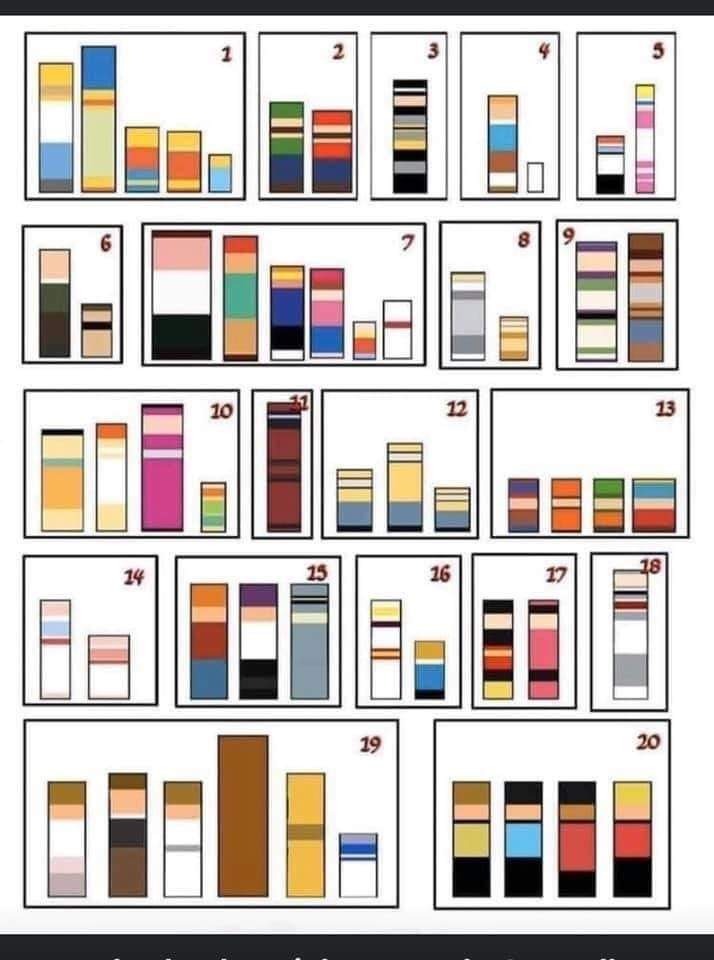
**INSPECTION:**

The Scout Slogan is “A Scout tries to do a good turn to somebody every day”. In years past, scouts used to tie a knot in their scarves each day to remind them to do their daily good turn.

Looking around, you realise that the Nottingham locals need every good turn that they can get. Striking back at the Sheriff is one thing, but you can make a difference right now with good turns. Every day for a week, post one good turn on your patrol WhatsApp Group that you have done at home. It can be anything from helping to wash the dishes, making tea for your parents or helping to cook a meal.

The entire world is in a difficult place at the moment, and good turns can make all the difference!

**GAME:**

Last week you showed that you were physically strong enough to join the Merry Men. Brawn is not enough to defeat the Sheriff though, you are going to have to be smarter than him too! How smart are you?

Feeble-eyed Joe is a beggar that lives in Nottingham town centre and who provides a limited source of intelligence on what the sheriff has been up to. His latest reports are that a series of weird and wonderful people have been visiting the Sheriff. If we knew who they were it could provide an invaluable insight into the Sheriff’s plans. Joe has made some rough sketches of the individuals, as a patrol see if you can work out who they all are! Each PL send a final list of answers to your scouter by next Friday at 19h00 to earn points. Answers will be provided in the next programme.

**BOOT CAMP:**

Robin’s men are brave and strong, but they are at the end of the day peasants with little education who are going to find it difficult to put into play a complicated plant to take down the Sheriff. Robin has realised that you are a lot cleverer than your average Merry Man when he learnt that there are more like you scattered through the forest he asked if it would be possible to put together a basic training camp for the Merry Men with the rest of your patrol. Your patrol is scattered throughout the forest, but thanks to your trusty cell phone you can at least plan the camp whilst they try to make their way to Robin’s encampment.

**If you are the Patrol Leader** set up an online Patrol in Council for your patrol at a mutually convenient time to discuss the planning of the patrol camp. Put together a rough agenda and post it on your group. IN ADDITION, do one of the options below. This will probably be the first option after this one, but if you have already completed your First Class camp and have another scout who needs to do this item, simply handle one aspect of the logistics.

**If you have completed your “Living Outdoors” Theme from your Discoverer** take overall charge of the camp and put together a programme for the camp. You can delegate certain items to younger scouts (for example the meals or transport) but must take overall charge of the entire camp and must ensure that all planning is complete. You must be in charge of producing the actual programme for the camp and a draft letter for the camp which you can fill details in (for example the date and cost of the camp) at a later date (including a kit list). The camp should be away from your scout hall and should facilitate the training of younger scouts in scout skills and should be to the level of a “First Class” Camp. When normal scouts resumes, you will use this programme and draft letter to run your First Class Camp. Send your planning to your TS for marking once you are done.

**This covers part of Item 2i of the Living Outdoors Theme of the First Class Badge. You will need to run the programme when normal scouting resumes to pass. See pgs 159 – 166 of “My Scout Journey” for ideas.**

**If you have completed your “Living Outdoors” Theme from your Traveller but have not completed the “Living Outdoors” Theme from your Discoverer** do BOTH of these two items:

**This covers part of the requirements of items 1i and 1iiof the “Living Outdoors” Theme of the Discover Badge. To fully pass you need to have the camp once normal scouting resumes. See pgs 138 to 139 of “My Scout Journey” for ideas.**

1. Draw a diagram or make a model, to scale, of a standing patrol campsite which can be used to train the “Merry Men” in its construction. Include items like wind direction and a brief explanation of why you have put certain items in certain places. Post a picture of both your diagram / model AND your explanation.
2. Take responsibility for one item of planning for the training camp. This could include items like drawing up menus, equipment lists, first aid lists etc. When the camp is run you will execute your planning (eg buy food and act as chef for the camp, source equipment and act as QM for the camp or source a first aid kits and act as first aider for the camp.

**If you have not completed the requirements for the “Living Outdoors” Theme for your Traveller Badge** do BOTH of the following:

1. Take an active part in the patrol meeting;

**This covers part of item 1iv of the “Personal Development” theme and part of item 4i of the “Living Outdoors” Theme of the traveller Badge. See pgs 136 – 137 of “My Scout Journey” for ideas.**

1. Draw up a kit list of items you should bring on camp and post it on the patrol group. Your PL will advise what you have left out (or put in unnecessarily) and use your list to augment his list in his letter. You will use the list to pack your bag for the camp when it happens.

**FIRE ARROWS:**

Robin believes that the best way to take on the Sheriff is to distract his men with a diversion while he launches the real attack. He believes that a fire in a nearby field which provides feed for the Sheriff’s horses, would be ideal. The only problem is that it is well-guarded. Fire arrows would solve the problem, but the problem will be lighting them quickly. If only you had matches or a lighter, but you left yours in the future! Do you know how to make fire quickly without matches or a lighter?

**This covers item 3ic of the “Living Outdoors” Theme of the Discoverer Badge.**

**If you have completed the “Living Outdoors” Theme from the Traveller Badge** put together a video on how to make fire using alternate fire methods. Post this on your patrol group (no matches, lighters etc allowed).

**If you have not completed the “Living Outdoors” Theme from the Traveller Badge** watch the video and then light a fire using one of the methods. Post a photo of you next to your fire on your patrol group.

**This covers item 2ii of the “Living Outdoors” Theme of the Traveller Badge.**

**REINFORCEMENTS:**

Robin’s band of Merry Men is a tad too small for a full-out assault on the Sheriff. As a patrol, get one person of scout-going age to agree to join your patrol for the next programme. This person should not be a scout, but is a potential recruit for your troop. Add them to the patrol group and send them a message welcoming them to the group. If you can get more than one potential recruit to join in next week’s programme you will earn bonus points (10 points per recruit).

**This covers part of Item 3i of the Service Theme of the Traveller Badge.**

**HELP FROM THE FUTURE:**

**This covers part of Item 1 of the World Friendship Interest Badge. Why make your new friend a pen pal and earn the badge?**

Your parents are thrilled to hear that you are OK, so keep up the posts on your patrol blog. Nobody will believe them that you have been sucked into the past though, so no help is coming from the future. Maybe one of your fellow scouts can help?

Take part in the Special JOTA/JOTI on the weekend of 3 to 5 April 2020 and make contact with a scout from another country. Find out the following information from them and post it on your patrol group:

1. Their name;
2. Which country they are from;
3. How old they are;
4. What scout activity they think is unique to their country.

Hopefully your new friend will be able to get you help!

**KEEP THE PARENTS HAPPY:**

Don’t forget to keep your parents advised as to your antics in the past so they know what you’re up to.

**This covers part of Item 1ii of the Leadership Theme from your First Class Badge. You need to maintain the blog for a term to pass this item.**

**If you have completed your “Leadership” Theme from your Discoverer** upload the latest photos etc onto your patrol blog. If your blog is not up and running yet, get it going! If you can’t do a blog, set up an Instagram page or something similar. **If nobody need to complete this item the PL should set up this meeting.**

**This covers part of Item 1i of the Personal Development Theme from the Traveller Badge. You need at least five entries to pass the item.**

**If you are not running the blog** update your Personal Log. Maybe add some of the photos of what you are doing.

**ANNOUNCEMENTS**

This Distance Scouting Programme is an experiment. We would appreciate constructive feedback on the programme. Please send this to [andrew.campbell@scouts.org.za](mailto:andrew.campbell@scouts.org.za).

**TROOP DISMISSED!**